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Front cover: Ho Yeung Woo – British Champion 2023

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EDITORIAL

journal@britgo.org

British Go Journal 205

In This Edition

Richard Hunter continues his excellent series of articles *Advice for Doing Tsumego*, this time focussing on instructive examples of four-point nakade killing techniques. We have news of our members abroad, with Alex Rix's account of his trip to Korea to represent us at the Korean Prime Minister's Cup (KPMC). Francis Roads describes his visit to Leipzig for this year's European Go Congress, presents the Go song he composed for the occasion, and exhorts us to arrange an EGC in the British Isles, which we have not done for over two decades. Colin Williams attended the European Go Federation AGM, held as usual at the EGC, and he reports on that, noting in particular a proposed new EGF membership fee system, which is likely to have implications for our own tournaments.

Congratulations to Ho Yeung Woo, our new British Champion, who defeated Bruno Poltronieri 2-1 at the LGC at the end of August. European professional Artem Kachanovskyi 2p reviews the first of the games for us, and we intend to publish his reviews of the other two games in the following editions.

Congratulations also to Natasha Regan, who won the Women's Pentamind title at the Mind Sports Olympiad. Tony Atkins reports on the MSO in UK News.

Did you see the film *Club Zero*? Sadly, the film did not in the end include the Go scenes planned for it, but you can still read about them in the article by Toby Manning and Tony Atkins.

Pat Ridley
November 2023

LETTERS

A European Go Congress in Britain?

The possibility that a European Go Congress might be held again in Britain is kept under review by our Council. Nonetheless, what follows is a personal view, following my recent return from the EGC in Markkleeberg.

There have been six EGCs organised by the BGA; in 1966 (London), 1971 (Bristol), 1976 (Cambridge), 1983 (Edinburgh), 1992 (Canterbury), and, in co-operation with the IGA, 2001 (Dublin). I have attended all except 1966, and been personally involved with the organisation of the Bristol, Canterbury and Dublin events.

The first EGC was held in Germany in 1957, and for the next 20 years the only countries which held the event regularly were Germany, Netherlands, Austria, Yugoslavia and the UK, with the single exception of one in Czechoslovakia.

France held it in 1978, and from then on more and more countries became involved.

So how come the UK has dropped out? For one thing, the numbers attending have increased unimaginably. In the 1971 congress we thought we had done well to get 80+ attending. The recent congress had 650 players. So it has become a huge undertaking for any country.

For the first five UK congresses we chose a college or a university as our venue. Student accommodation was on site, and as a number of rooms had to be booked in advance, this represented a large financial commitment. The BGA would be unlikely to be able to sustain such a commitment now.

In 1983 we came a cropper, as two Korean professionals showed up at the last minute, expecting meals and accommodation to be provided. We had not budgeted for this and made quite a loss overall. Lesson learnt, I hope. Substantial cash sponsorship is needed, for professionals, cash prizes, and hire of premises. Without that, no EGC. Know any good sponsors?

In Dublin, as at the most recent congress, you had to find your own accommodation, and this way of doing things considerably reduces any financial risk, although less convenient for the players. Obviously plenty of advice on finding it was given. I am sure any future UK congress would have to be done this way.

So where would we have it? In a hotel, as has happened elsewhere before? In a school, as at Markkleeberg? Such venues are hard to find in the holiday season. The more attractive the venue, from the tourist point of view, the higher the costs. Any suggestions?

One factor that would reduce numbers (is that good or bad?) is the fact that transport costs getting here are higher than for players travelling from country to country on mainland Europe. This factor kept the numbers manageable in Dublin.

But there is an even more important consideration than either finance or location. In recent congresses which I have attended, there have been plenty of helpers, often young, who have unselfishly volunteered to give up their time to organise rather than play. Do we have helpers in such numbers? If you feel that you might be one of them, I am sure that the Council would like to hear from you.

Francis Roads

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Credits

Many thanks to all those who have helped to produce this Journal.

Contributors: Tony Atkins, Richard Hunter, Artem Kachanovskyi, Toby Manning, Alex Rix, Francis Roads and Colin Williams.

Proofreading: Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Bob Scantlebury and Nick Wedd.

LEIPZIG GO SONG

Francis Roads

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Tune: *Muss I den* (German traditional, but borrowed by Elvis Presley for “*Wooden Heart*”)

1. Now we’ve come here to Leipzig to play some games of Go
Meet the friends we know, / And to drink some German beer
Well we hoped we could play with our Go friends in Ukraine
Now we feel their pain, / So we can’t play there this year.
But the *Deutscher Go Bund* saved the day, / And invited us all here to play.
(Chorus)

*So we’ve come here to Leipzig to play some games of Go
Meet the friends we know, / And we’re all glad to be here.*

2. Now to get to Markkleeberg to start my Go campaign
I took the S-Bahn train, / Then a twenty minute hike.
For an old man like me that is quite a way to go
Walking rather slow, / And I wished I had had a bike.
But they said to me, “Why all the fuss? / You just need number 65 bus”,
(Chorus).

3. Well they put up a draw I could barely read at all
Printed very small, / So my portable lens I choose.
Then they told me I always could find the draw on line,
That's all very fine, / If there's bandwidth left to use.
Do all German computers use small fonts, / Never mind what the programmer wants?
(Chorus)

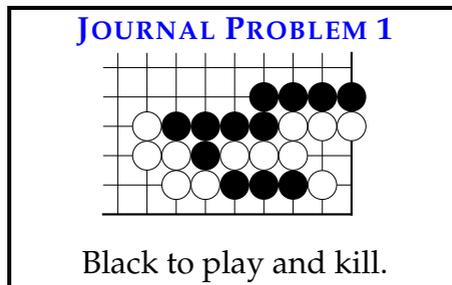
4. Now the greatest composer the world will ever see
In 1723 / Came to Leipzig his life to spend.
There were many fine concerts put on to celebrate
This important date, / So I chose one to attend.
But when I sat down in my pew / A great pillar obstructed my view.
(Chorus)

5. Well I played with a pro, and three stones was all I got,
That seems not a lot / I expected I'd soon concede.
And I thought she had killed an enormous group of mine,
Felt I should resign, / But she said I was in the lead.
So a rather stupid thing I'd done / I'd resigned a game I had won.
(Chorus)

6. Now they said we'd be singing out at a lakeside bar
But it's rather far / So they moved us all back here.
So our party is here in this nice comfy place
Plenty of space / But there's one strange thing this year.
We have to obey the rules, that's clear / So this party has no beer!
(Chorus)

7. Organising a Congress is not an easy task
Quite a lot to ask / And we know it can be tough
Now the folks in green shirts a fantastic job have done
Helped us have our fun / And we can't thank them enough.
Now Markkleeberg in our minds is set / It's a place we shall never forget.
(Chorus)

□



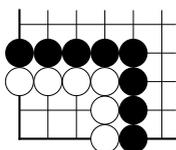
ADVICE FOR DOING TSUMEGO – PART TWELVE

Richard Hunter

In this article, I discuss some problems that feature four-point nakade killing techniques in either the correct or failure lines. If you find them difficult, then as preparation I recommend parts 1–5 of my articles in BGJ 120–124¹ or my book *Key Concepts in Life and Death*.²

The theme here is killing shapes and the move order for building them.

PROBLEM 1



Black to play

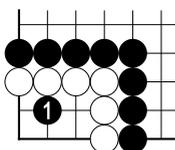


Diagram 1 -
correct

① is the vital point of White's eye space. No matter what White does, Black can kill her.

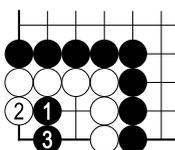


Diagram 2 -
correct
continuation

② is answered by ③. These two black stones prevent White from forming two separate eyes. Whatever White does, Black can form a killing shape (four-stone, or even smaller if White plays inside) that almost fills White's eye space and will put her into atari. Then Black can play back inside after his stones are captured.

Most Japanese books will only show moves up to ③ and say in the text that "after ③, White is dead by means of four-point nakade". The reader is assumed to understand and agree. In a game, both players will usually agree.

¹www.britgo.org/bgj/bgj.html

²gobooks.com/books-by-publisher.html#hunter

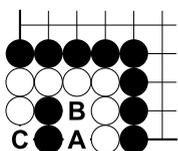


Diagram 3 - continuation

If necessary, there are three ways to almost fill White's five-point eye space with four black stones leaving only one inside liberty: Black **A** and **B** make a square; Black **A** and **C** make a pyramid. These are both killing shapes. However, Black **B** and **C** make a dogleg (or zig-zag) shape, which is not a killing shape. That would be a mistake that lets White capture and live.

I recommend playing **A** first, rather than **B** or **C**, because it eliminates the possibility of making a careless mistake next. This is similar to playing strong dame (neutral points) at the end of the game, e.g. connecting a bamboo joint or a stone in pre-atari rather than playing a completely worthless neutral point.

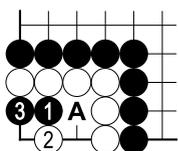


Diagram 4 - correct variation

② is answered by ③. Next, ④ at **A** is atari on Black and threatens to make two eyes. However, it is also self-atari on White, so Black can capture those White stones. Note that this depends on White's shortage of liberties. ① would not work if White had an open liberty.

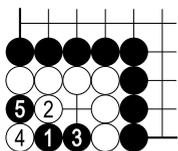


Diagram 5 - correct variation

① on the 2-1 point is not the best attack in this position (though it would be best if White had an open liberty). White can fight a ko for life.

Aside

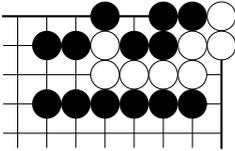
In Diagram 5, if White omits ④ and plays elsewhere, where should Black play here? Playing atari directly at 5 lets White capture that stone, so Black has to make the first ko threat, which is worse for Black than the moves shown in the diagram. Instead, Black can play at 4 (making a straight three) and then leave the position until the end of the game when all the neutral points have been filled. The final result will be 'bent four in the corner'.

Under BGA rules, this must be played out unless both players agree on the status. If Black can remove all of White's ko threats instead of just passing and handing over prisoners, he can then play at 5, creating a bent four shape. This will result in a take-first ko for Black that White cannot win because she has no ko threats. That is a separate topic that I am not going to discuss further here.³ The shapes and sequences are covered in many books, but they usually tell you that White is dead after Black 4 because they are based on Japanese rules.



³See senseis.xmp.net/?BentFourInTheCornerIsDead for a discussion.

PROBLEM 2



Black to play

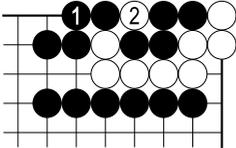


Diagram 6 - failure

Connecting at ❶ might seem to be the obvious move, but White captures four stones.

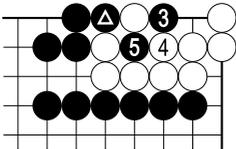


Diagram 7 - failure continuation

The result is a ko.

If the marked stone were white instead of black, then White would have a defect-free wall. Consequently, capturing Black's dogleg four would let her live because ❸ would not be atari.

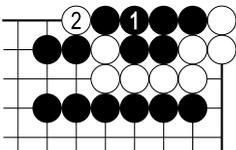


Diagram 8 - correct

Connecting at ❶ might look stupid, but it is in fact a tesuji. Increasing the size of the sacrifice leaves behind a better shape (for Black) after the stones are removed.

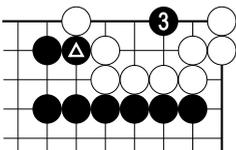
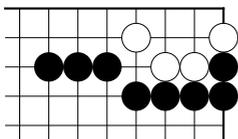


Diagram 9 - correct continuation

❸ is a killing move played inside White's eye space. Although the six black stones that White captured would not be a killing shape in an eye space enclosed by a flawless wall (e.g. if the marked stone were white), White's eye space here has a defect on the first line. Once the black stones are removed, it should be clear that White's single stone can be put in atari, so the defect next to it must get filled to create a solid wall. Consequently, White actually has a five-point eye space not a six-point eye space.

Seeing under the stones is difficult and comes with practice, best obtained by doing book problems rather than encountering such positions for the first time in a game.

PROBLEM 3



Black to play

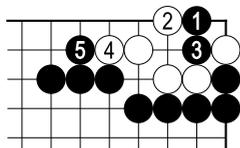


Diagram 10 - correct

① is the vital point. Other moves let White live unconditionally or in ko. If White plays ②, then ③ and ⑤ kill White however she continues.

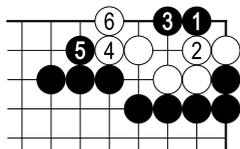


Diagram 11 - correct variation

If White plays ② here, then ③ kills. After ⑥, Black can play elsewhere. It should be clear that the result is death by four-point nakade (even if White solidifies her wall on the third line). If necessary, Black can build a pyramid four, which is a killing shape, whereas a straight four or a bent four would not be.

MORE DEFINITIONS

My old (1983) paper copy of the *Nihon Ki-in's Go Terms Small Dictionary* (in Japanese) uses two diagrams to define nakade (Diagrams 12 and 14 below). The second one is often presented in books as the correct answer to a problem.

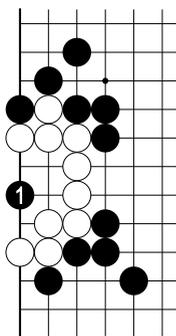


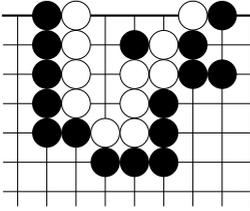
Diagram 12

Book text: 黒 1 がナカデ。五目地の中へ打つ手だから五目ナカデである。

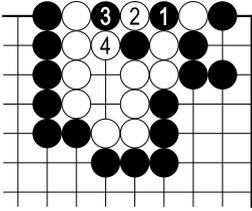
You can just skim through this Japanese and pick out the key words in the way that many Go players do.



PROBLEM 5

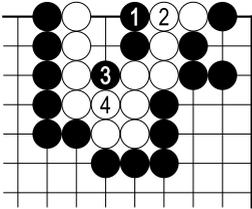


Black to play



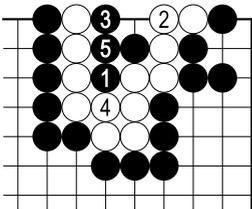
Capturing with ① and trying to connect out doesn't work. White throws in at ② and catches the stones in an *oitoshi* (connect and die).

Diagram 15 - failure



Descending at ① also fails. White has enough liberties to connect at ④.

Diagram 16 - failure



① is the first move. If White connects at ②, then reading out ③ is essential. White has a shortage of liberties, so Black can make a four-stone killing shape with ⑤.

Both ① and ③ may be hard to spot, so I think this problem is instructive.

Diagram 17 - correct

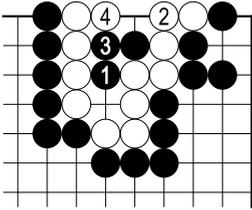


Diagram 18 - failure

① is correct, but connecting at ③ here is a mistake that lets White live in seki. After ④, Black cannot make a killing shape.

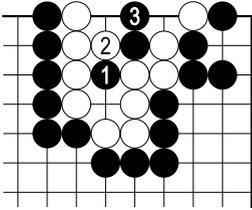


Diagram 19 - correct variation

② is answered by ③. White has a shortage of liberties. She cannot play atari on Black's two stones from either side without playing self-atari. If White plays 2 below ①, then Black can either connect or capture the single stone. Either kills White.

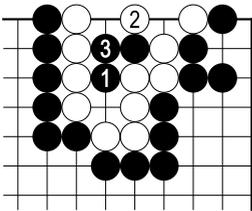
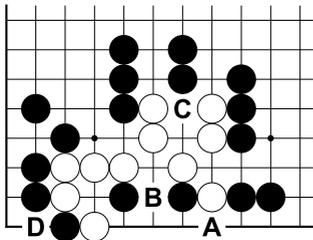


Diagram 20 - correct variation

② is answered by ③, which leads to unconditional death by a four-point nakade even if White connects the ko. If necessary, be sure to create a pyramid four not a bent four.

PROBLEM 6 – PROBLEM FROM PART ELEVEN IN BGJ 204



Black to play

There are four reasonable candidates: A–D.

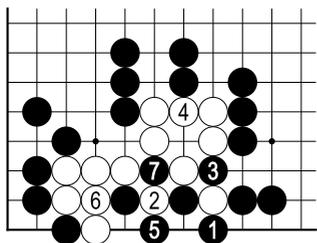


Diagram 21 - failure

① leads to a ko, which is not the best result for Black. If White plays 4 at 5, she dies unconditionally. Black plays 4 leaving two ways (miai) to falsify the potential eye above ②.

Playing 1 at C or D in the problem diagram lets White live with ②.

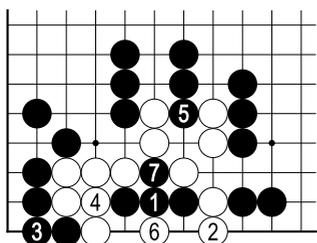


Diagram 22 - correct

① is the key move for killing unconditionally. White has to prevent Black connecting out and the moves up to ④ are straightforward. Next, ⑤ removes White's potential eye there and creates potential cutting points. ⑥ aims to live in seki. This would work if White had a solid wall above the three black stones. However, ⑦ creates a killing shape inside and two cutting points that eliminate the seki. White is dead.

Playing 3 at 5 lets White live with 4 at 7.
Playing 6 at 7 lets Black kill with 6.

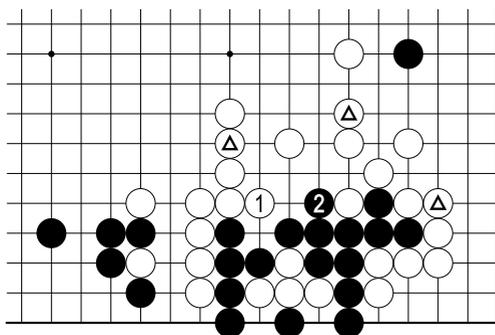


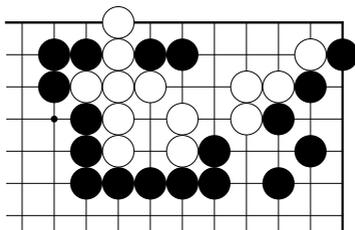
Diagram 23 - related position

By coincidence, while writing the draft of this article, a related position turned up in a teaching game at our local club. I have added the marked stones to simplify the position and omitted other irrelevant stones.

During the endgame, I played ①. Black assumed this was a simple small endgame move and replied locally with ②. If ① had been played earlier in the game, when there were larger moves on the board, Black might have been more suspicious and careful. Where should White play next with ③ and what is the result? I leave this unanswered, but Diagram 22 should provide a big hint.

PROBLEM 7 – PROBLEM FOR PART THIRTEEN

Below is a problem that I will discuss in the next part.



Black to play

□

THE JOURNAL ONLINE

Recent Journals and SGF files

Links to this, the preceding three journals and the SGF files for the problems and games, are available in the BGA Members Area at www.britgo.org/membersarea.

Log in to see these recent editions.



BGJ Archive

Past Journals are available online, at www.britgo.org/bgj/bgj. All but the last four may be read without logging in.



Active Links

Online copies from **BGJ 158** onwards contain active links to related information, including SGF files for the games and problems.

BGA Publications

General information about the Journal and other BGA publications, links to associated files and guidelines for submitting articles appear on the BGA website at www.britgo.org/pubs (no login required).



PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



Insurance

The Board has recently been re-examining the vexed question of insurance.

Members may ask why we need insurance. Particularly now, as a Company Limited by Guarantee, any liability will be the responsibility of the company and not of any individual member.

Public liability insurance (PLI) covers injuries and damage claims brought against the BGA by a third party, wherever caused; 'third party' probably includes people attending an event run by the BGA, even if they are members.

But it is not clear that we offer any significant hazard. If we were playing golf, or riding horses, rather than playing Go then the risk is obvious. But for us the risk is low. The most obvious risks that I can see are associated with electrical equipment (the laptop used to run the draw catches fire) or if there are problems with refreshments being supplied.

Slips, trips and falls (including dropping a Go set on someone's foot) are also a possible area of hazard although someone would need to prove negligence by the organiser in order to bring a successful claim.

But perhaps the biggest risk is being stung with large legal fees in the event that someone sues us, even if the action is ultimately unsuccessful: most PLI policies include legal fees cover.

Also, sometimes venues that we use for events demand Public Liability Insurance as part of their terms and conditions, although PLI does not cover problems with the building – that is the responsibility of the building owner. So if the roof falls down that is not our responsibility.

The Way Forward

The Board is intending to do the following:

- We will continue to purchase Public Liability Insurance for the BGA itself. This will cover all events organised specifically by the BGA (British Congress, British Championship, most Youth events, etc.) but not most regional tournaments which are run by clubs or individuals.
- The BGA is taking out a separate 'Event Insurance' policy. This will provide PLI for up to 45 specified events each year, each one lasting up to three days. We will ensure that this policy covers all regional tournaments. There will be a few simple requirements on Tournament Directors: e.g. they must be a member of the

BGA, the Tournament must be registered with the Board at least 2 weeks before the event, etc. but we do not intend to make these too onerous.

- The BGA will be unable to offer insurance to individual clubs. If a club requires insurance to cover its regular meetings then it will have to take out its own cover.

European Go Federation

Colin Williams, our secretary, attended the EGF AGM in Leipzig in July; he has provided a separate report on this (see Page 19). As he states, there is a proposal to change the way that the EGF collects membership fees, to be based largely on attendance at Tournaments. The Board will seek to minimise the amount of additional administration that this new system will impose on Tournament Directors.

□



Youth Camp 2023 - see page 21

JOURNAL PROBLEM 2

Black to play.

UK NEWS

Tony Atkins

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Full UK tournament results are available at www.britgo.org/results/12months.

MSO

The 27th Mind Sports Olympiad (MSO) took place in its regular venue of the JW3 centre in London. As usual, a large number of game fans from around the world, including this time a large team of Koreans, assembled to play a long and varied list of games. Some Go players, including Ai Guan, Paul Smith and Caleb Monk, also played several other games; Natasha Regan was the Women's Pentamind champion.



A complicated position? Qianshu Zhu and Peikai Xue

The Go 13x13 event was held on the second Sunday evening, 27th August, with ten players from a variety of countries. The gold medal went to Tik Wai Cheung, the Silver to Ryan Zhang and the Bronze to Paco Garcia de la Banda from Spain (by MSO tie-break). The Go Open was held on the final day, the Bank Holiday Monday. Twenty-six players took part, including some new arrivals in the UK and two players below 20k.



MSO medal winners

The gold medal and £30 prize went to Chun Fang (6d Edinburgh), the Silver to Henry Lee (5d Taiwan) and the Bronze to Jun Su (4d Cambridge University) by MSO tie-break. Alistair Wall (1d Wanstead) was fourth. Players lower down scoring three out of four were Lifeng Wang (4k London Go Centre) and Colin Williams (3k Bristol).



Ryan Zhang vs Paco Garcia in the Small Board



Edinburgh

The Edinburgh Open was again held at St Columba's by the Castle Episcopal Church Hall. This year, Saturday 9th September saw nice weather which meant they could use the garden of the church hall as a review space. Overall turnout was up on last year with 29 players and included three first-time tournament players.

The bar was set at 2k which made for a very competitive field of seven players who could win the competition. Local player Greg Kudla (2k) won the tournament, with three wins from three games, following a tense final game with Ai Guan.

The other winners of all three games were both also from the local club; their prizes were film-related this year as the Edinburgh Club has been meeting in the Cameo Cinema Bar over the past year. Getting a Picturehouse Voucher and DVD of a film featuring Go were Jayme Ehlers (9k), winning *A Beautiful Mind*, and Jacek Sojka (13k), winning *Pi*. Greg Kudla won *Knives Out*. Other prizes went to those in the top group winning two games: Ai Guan (1k Birmingham), Matthias Lochbrunner (1k Stuttgart), Saiyuan Wu (5d Hong Kong) and Marc Stoehr (1d Stockholm). Miles Warren won a bottle of beer in the 'Guess the Films' competition for correctly guessing the DVDs that were awarded.

Sheffield

To balance the University tournament in the spring, the Sheffield City Club still runs their tournament at Greenhill Library every autumn. This year it was on Sunday 1st October and attracted 38 entrants, plus a robotic guest. George Zhou introduced us all to Sheffield Go Club's newest member and the strongest player in the world, (he has beaten the world champion). Freshly arrived from China, a Go-playing AI robot who plays over a real board.¹



Sheffield Go Club's newest member

Best of the six players above the 1k bar were last year's winner Alvina Kwok (2d) and Peikai Xue (4d). They met in the final round and the game was won by the latter, from UCL, beating the pupil from Oakham School. Four other players, all from Cheadle Hulme School, won all three games; namely Megan Upton (14k), James Zhao (16k), Claude Robinson (27k) and Pip Hawkes (34k).

□

¹We hope to have more on this in a future edition – Ed.

EGF AGM REPORT

Colin Williams

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The 2023 EGF AGM was held as usual during the European Congress at the end of July. A number of matters arose which are of significance to British Go Players.

1. The 2025 European Congress will be held in Poland – exact location to be announced. Keep an eye on the EGF Calendar www.eurogofed.org/calendar.
2. A proposal to allow Russia back in was withdrawn before the meeting, so there is no change.
3. A proposal to reduce the length of the European Congress to nine days was withdrawn during the meeting, so there is no change.
4. It was agreed that nationality rules for people who have represented one country and now want to represent another would be made consistent with the IGF nationality rules. This applies to individuals selected by their national bodies to play in an event.
5. After many comments in recent years the EGF submitted a balanced budget for 2024. This was achieved partly by reducing some expenditure, and through increasing membership fees by 66%. This is an increase we can afford at present, though we will need to keep a close eye on EGF finances going forwards.
6. In addition to the above, there will be a new membership fee regime from 2025. This is intended to allow time for consultation with the member countries, and to allow them to prepare. To fully explain the thinking some background context is needed:
 - Many of the smaller members of the EGF do not have a formally set up national association in the way we do. Neither do some have something as basic as a list of members. This is why the current scheme charges membership based on the number of active players a country has on the EGD.
 - The EGF would like its members to have a minimum degree of formality about their national bodies and wants to assist them to move towards practices like maintaining formal membership lists.

To that end the proposal is that from 2025, EGF membership fees will operate in a similar way to our own levy system. Namely:

- Member countries will be responsible for maintaining on a European Membership Database which individuals are members of their national association (and have presumably paid the country a membership fee, but that's down to each country).

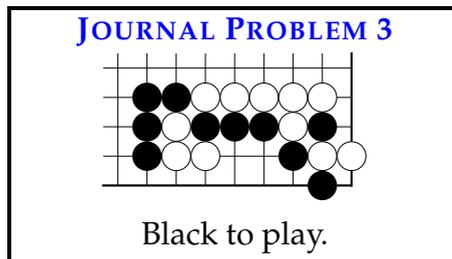
▷

- The EGF will charge each country a membership fee in two parts
 - For each country’s member on the membership database, a flat fee per person (for example possibly 3€ a year).
 - In addition, for each tournament played in that country which is reported to the EGD, a small fee per player in the tournament (regardless of the players’ nationalities). The fee would be larger for any players who are not identified as members of any EGF national organisation. As an example, this might be 50 cents for a member, and 3€ for a non-member.
 - Membership would be billed quarterly rather than annually.

Obviously there are a lot of details here to be worked out, and we foresee a long and probably confusing consultation process, but in principle it means Tournament Directors (TDs) will have to apportion part of their entry fees to cover the EGF charges in b) above. The BGA would need to collect these from the TD to pay on to the EGF. TDs will of course need easy access to the membership database so they know who are members, and how much to charge them – assuming they want to add a supplementary charge for non-members.

We will need to consider the future of our own levy system to try and keep things as simple as possible for TDs.

□



YOUTH NEWS

Tony Atkins

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Camp

The sixth annual youth camp was again held at Caythorpe Court in Lincolnshire, this time from 9th to 12th August. Like last time, the weather was fine and sunny, but without the stifling heat suffered during last year's heatwave. The camp attracted 16 players, ranging from 32 kyu to 3 kyu and 8 years to 17 years old. Certain players younger than the original age requirement were allowed in by recommendation after the event was initially undersubscribed.

The format was the same, with Go lessons and playing in the mornings and tournaments in the evenings. The Go teachers this year were Helen and Martin Harvey, and Tony Atkins. During the afternoons the youngsters were able to enjoy the activities provided by the adventure centre, namely climbing, rafting, shooting, fencing, high ropes and survival techniques. When asked to name the best part of the camp, a majority surprisingly said the food, provided in the canteen, was the thing for them.

The winner of the main tournament was Mark Kirillin and second was Michael Mitcham-Harding. The middle group was won by Lukasz Kudla and the bottom group by Zoe Walters. Winners of the Pair Go (Doubles) were Rachel Chik and Michael Mitcham-Harding, with Zoe Walters and Blake Shamoan second. In the 13x13 Morgan Pittaway was first, Mark Kirillin second and Michael Mitcham-Harding third.

Cambridge

[Cambridge Junior Chess and Go Club](#) is one of the very few clubs still to have a heat of the UK Go Challenge each year. Nineteen players took part this year. Odysseas Jones-Roumeliotis won all of his games to come first, having benefitted from playing in the online match with the Chinese juniors. Second equal were Rachel Chik and Audrey Leung. Just behind them in fourth equal were Rachel Zeng and Bowen Li. The most exciting game was between Rachel Chik and Elijah Whitbread, Rachel winning by half a point. Cambridge also ran two teaching days over the summer, with Paul Smith as teacher, assisted by Tony Atkins. These were well attended and held at Milton Community Centre, which allowed lunch in the country park next door.

European

Four of our young players took part in the European Go Congress in Leipzig. Including both main, rapid and weekend tournaments, Scott Cobbold (3d) won 15 out of 23, including six in the main and four in the weekend, earning 39th and 40th places respectively. Ryan Zhang (2d) won 10 out of 23, Spike Shamoan (3k) won 12 out of 23 and Lukasz Kudla (7k) won 3 out of 10. Ryan was also pleased to be second in their Under-12 tournament.



PHOTOS FROM THE YOUTH GO CAMP





MSO Medals

As usual the Mind Sports Olympiad gave medals to the top juniors in each event. In the 13x13 Ryan Zhang won the Junior Gold and Caleb Monk took Junior Silver. In the MSO Open, the top junior players were Scott Cobbold (4d Wanstead) and Kwun Yin Ng (1d London) with two wins, and Caleb Monk (4k Wimbledon) with three.

World

The 38th World Youth Go Championship was held from 14th to 16th August, with representatives from 15 countries. Ryan Zhang represented Europe in the under-12 section. He started well, beating the American player and the Hungarian. However, he then lost to the section winner, Zhang Wenzheng, from China. Unfortunately, the next day Ryan lost a won game to the player from Singapore by a mistake in the endgame, blaming this on jetlag. Nevertheless, Ryan was placed an excellent seventh. As usual, the oriental countries dominated the medals, but America's Tony Yang came third in the older age group. □

Team Selection

This year's team selection tournament was held on the afternoon of Sunday 24th September on OGS. Twenty players took part and their results would help Alison Bexfield choose the team in the three age groups for the European Youth Go Team Championship. The tournament was won by Scott Cobbold (4d Under-20). The top Under-16 player was Alan Cheung (4d) and the top Under-12 was Blake Shamoon (6k). Also, Spike Shamoon (3k) and Yiliang Liu (16k) won all three games.

BRITISH CHAMPIONSHIP 2023: GAME 1

Artem Kachanovskyi

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The 2023 British Championship was played as a 'best of three games' between new challenger Ho Yeung Woo and Bruno Poltronieri. In this article, European professional Artem Kachanovskyi 2p, reviews the first of these games.¹

Ho Yeung and Bruno played on Saturday 26th, Sunday 27th and Monday 28th August at the [London Go Centre](#), Ho Yeung winning the first and third to become this years' British Champion.

As reported on our British Championship web page², Ho Yeung ('Damen') (see Front Cover photo) was part of the Hong Kong team at the World Mind Sports Games in Lille in 2012. After moving to the UK he played in the London Open in 2017, ending second. In 2023, now based at the University of Nottingham, he was third in the British Small Board, second in the British Pair Go and first in the MSO GP online event, amongst other results, and in August 2023 was second at the Leksand Open in Sweden.

Black: Ho Yeung Woo 5d.

White: Bruno Poltronieri 4d.

Time controls: Fischer; 1hr 40mins + 45 secs/move.

Result: Black won by resignation.

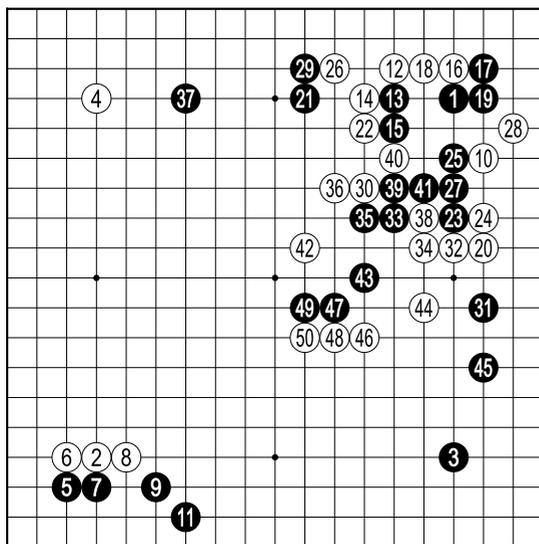
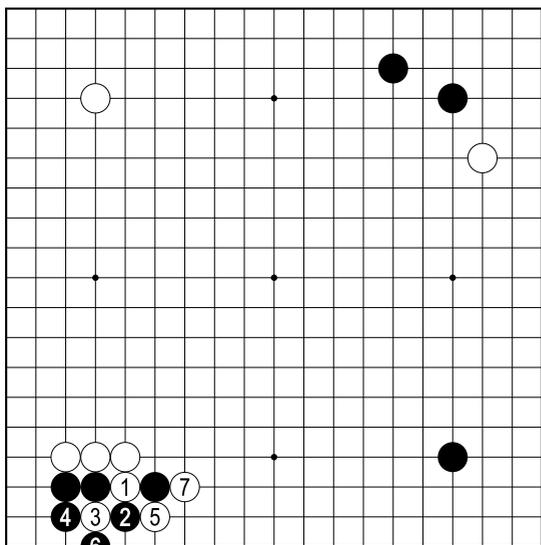


Figure 1: 1 – 50

- ⑩ See Diagram 1.
- ⑯ See Diagram 2.
- ⑳ The variant played out in the upper-right corner is a modern joseki.
- ㉓ This move is slow; White can't cut Black's shape after the next move – see Diagram 3.
- ㉖ See Diagram 4.
- ㉘ See Diagrams 5 and 6.

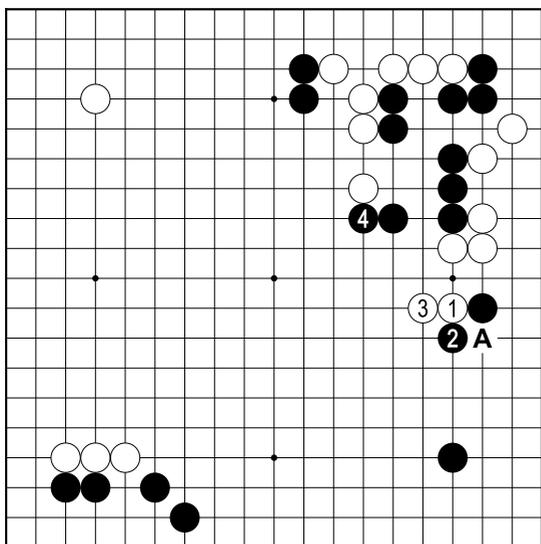
¹The sgf is at britgo.org/files/bgjgames/205-BGA-Champ-Game-1.sgf.

²www.britgo.org/bchamp/index.html.



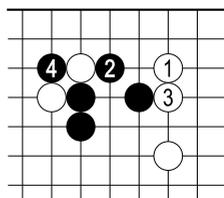
Dia. 1

⑩ in the game aims at this ladder.



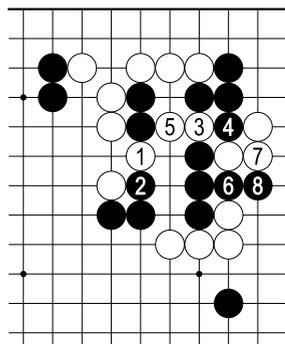
Dia. 3: variation for ③④

A more active alternative to ③④ in the game. White can cut at A after Black protects his group in the centre.



Dia. 2: variation for ⑩

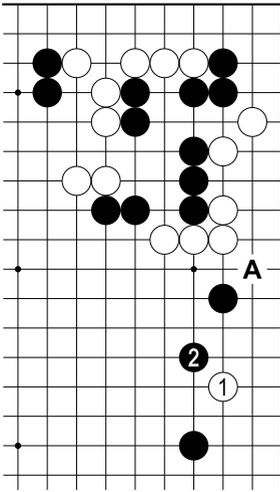
This used to be a popular joseki in the pre-AI era. Nowadays, however, you rarely see it in professional games, since the AI considers the result good for Black.



Dia. 4: variation for ③⑥

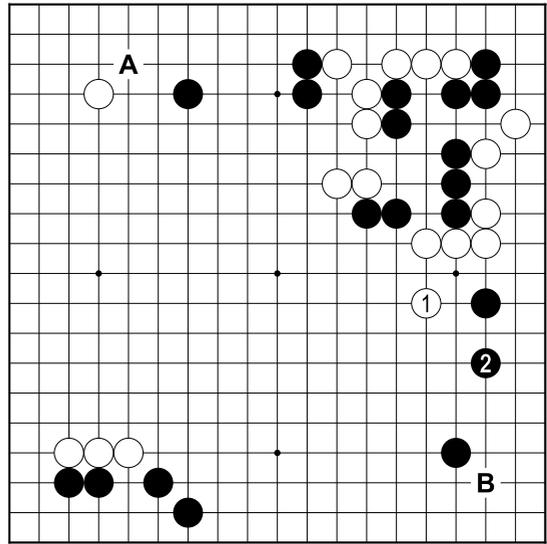
White's three stones die.





Dia. 5: variation for 38

As long as White has a potentially weak group on the right side, it's hard to invade between the black stones. Black would fight aiming at eliminating White's life base with A.



Dia. 6: second variation for 38

White's attack in the centre in the game didn't bring any clear profit. Instead, White could protect his group with a one-space jump and play a big move next, for example A or B.

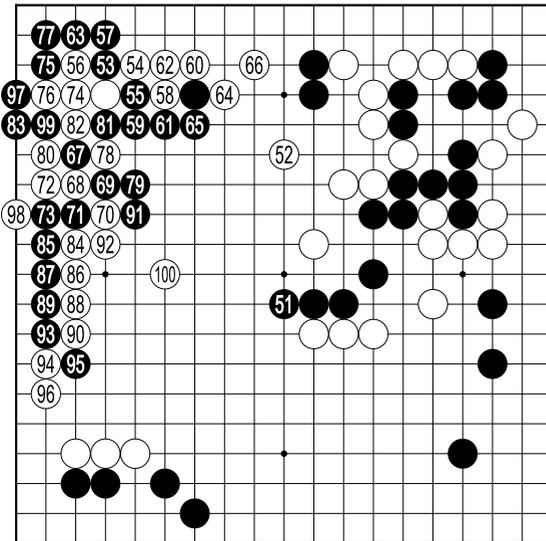


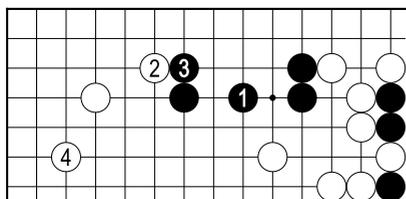
Figure 2: 51 – 100

- 53 See Diagram 7.
- 60 See Diagram 8.
- 63 See Diagram 9.
- 69 See Diagram 10.
- 83 See Diagram 11.
- 84 Here was the culmination of the struggle in this game – one of the sides was about to die, no compromise! In such moments, emotions of the players are heated and it's hard to play with a cool mind. Bruno had a great chance but he missed it in the game. See Diagram 12.

⑨⑩ See Diagram 13.

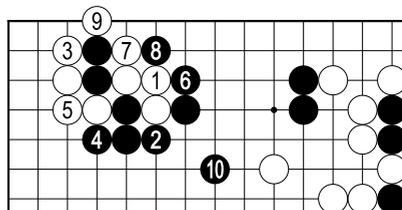
⑨① This atari is too painful for White; it's hard to recover after it.

⑨⑤ Black not only kills White on the left, but also creates an aji with this cut, so White was forced to protect at 100. That's a success for Ho Yeung.



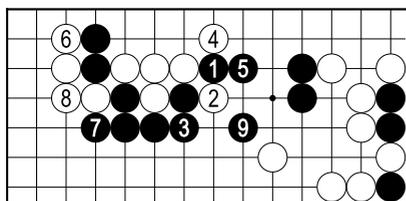
Dia. 7: variation for ⑥③.

⑥③ in the game is an active way of protecting a group on the upper side. A passive defense shown in this diagram is less interesting.



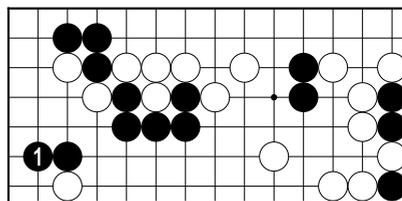
Dia. 8: variation for ⑥⑩

When Black played a cross-cut ⑥⑤ in the game, this must have been his initial idea – trading two stones for thickness. In the game, White resists, demonstrating fighting spirit.



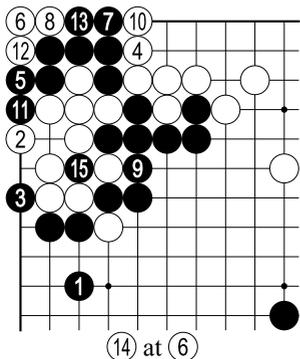
Dia. 9: variation for ⑥③

After ⑥⑩ and ⑥② in the game, Black can't draw back anymore. It would be too submissive to play as in this diagram.



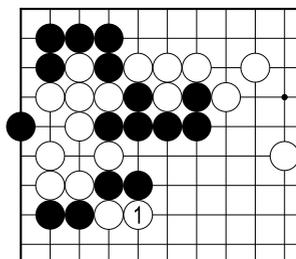
Dia. 10: variation for ⑥⑨

⑥⑩, exploiting the aji in the upper-left corner, is a good move. Black's response, however, was too careless! It's better to play a safe move such as that shown in this diagram.



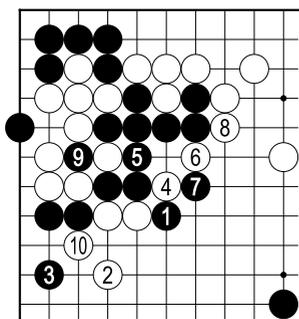
Dia. 11: variation for ⑥

If Black omits ⑥ in the game, a ko fight in the corner follows. Since this was Black's corner, it would be a disaster for Black.



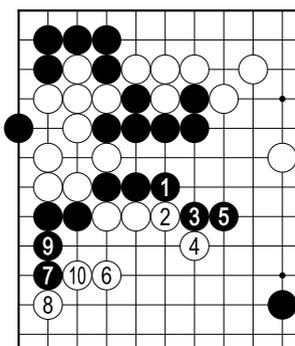
Dia. 12: variation for ⑥4

White's extension shown above would have been a strong move. Let's look at a few variants.



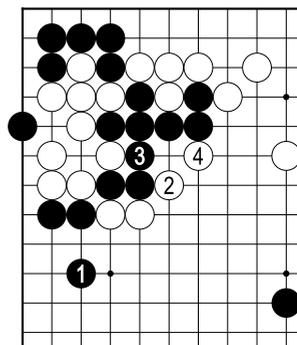
Dia. 12.1

Black can't win this ko fight; he has no ko threat of the necessary value.



Dia. 12.2

Black's stones on the left die.

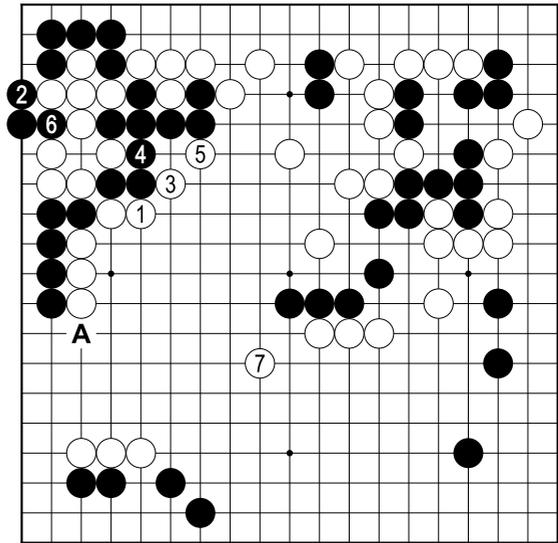


Dia. 12.3

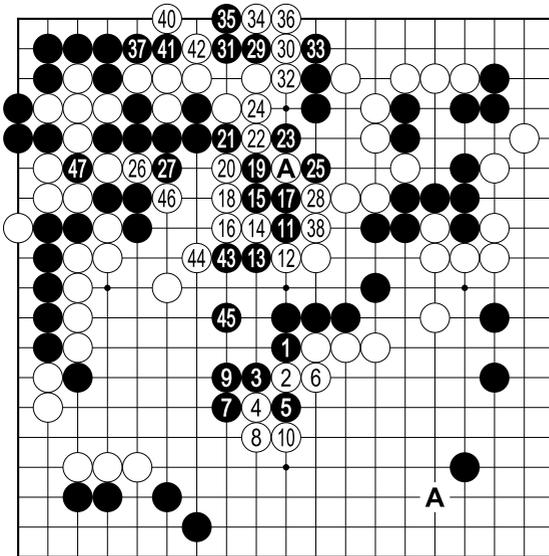
Black can't afford this jump; the group above dies.

Instead of ⑨⑩ in the game, Bruno had a last chance to extend here.

White dies on the left side, but he can launch an attack on the group in the middle and extend at A later to play for points. This would still be a game.



Dia. 13: variation for ⑨⑩



③⑨ at A

Figure 3: 101 – 147

Ⓒ Black started the last fight here. Even though White anyway didn't have any chance in it, there was no need to complicate the situation – it would be enough to occupy a big point, for example A.

②⑥ Perhaps a timesuji.^a

②⑨ A clever attachment. Ho Yeung must have aimed at it when he played Ⓒ earlier.

^a“A time (te)suji is a colloquial expression for playing a forcing move, wasting some aji, during overtime in order to avoid losing on time.” – [Sensei's Library](#).

④⑦ This was an exciting game with a fierce battle on the left side deciding its outcome. Let's look forward to seeing the next game of the series!

CLUB ZERO: ANATOMY OF FILMING

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In early July 2022 Toby was contacted by a company intending to make a film, to be named *Club Zero*, featuring Go; they wanted professional advice. The film had a strapline “A teacher takes a job at an elite school and forms a strong bond with five students – a relationship that eventually takes a dangerous turn”.¹

The filming was to be done in St. Catherine’s College, Oxford, and after some discussion with Oxford players, Tony Atkins (who is based nearby, in Reading) agreed to act as their consultant. He therefore spent one of the hottest days of the year in mid-July with the filmmakers as a ‘training day’. He spent time with Samuel D Anderson, a student from Bristol doing some acting over the summer holidays, who played the Go-loving Ben. Samuel was clearly keen to learn as he had already purchased a Go set and had learned the rules. After the study session the planned Go scenes were discussed with the director, renowned Austrian filmmaker Jessica Hausner, and other members of the production team. The team put our minds at rest when it was discovered Sam’s script, which said the game was Chinese Chess, was an early draft. As well as the tournament scene mentioned below, for which we supplied two real Go players, there was to be a scene where Ben was holding a conversation whilst playing Go on his computer.



Filming was to be done in August 2022, but Tony was tied up with teaching at the Youth Go Camp on the day they selected, so Toby went down to Oxford to assist. St Catherine’s College is one of Oxford’s post-war colleges, with its modern buildings doubling here as an elite international school. This was not to be another Hogwarts.

The film was to show the end of a Go tournament so there were five games in progress. The ‘hero’ was to win his game, with Connie Amer (19k) acting as his opponent, and with the other games being in the background (but they nevertheless had to look like genuine games: it was not clear how well they would come over in the final edit). However, it was clear that the Director did not really have much idea about what was expected, and it was largely left to Toby to orchestrate the scene.

We offered to provide boards, sets and clocks but they sourced them independently (presumably at the end of filming they were junked).

¹There is a Wikipedia entry at en.wikipedia.org/wiki/Club_Zero.

For the four 'background' games Toby selected well-known classics: the 'ear-reddening game' of 1846, between Honinbo Shusaku and Inoue Genan Inseki, the 'Atom Bomb' game played in August 1945 between Iwamoto and Hashimoto, the game between Kitani and Shusai that was publicised by Kawabata in *The Master of Go* and one of the AlphaGo games. For the game being played by our hero, he hunted through some old *Go Worlds* and chose a game between [Kobayashi Koichi](#) and [Takemiya Masaki](#) for the Meijin title in 1995.² About three-quarters of the way through this game, there was a potential semeai that had a tesuji to ensure that it did not work (Figure 1); he made a slight alteration to the position so that our hero could simply win the semeai. They played it out, concluding with the removal of six stones from the board (Figure 2) so that the viewers could clearly see who had won that particular fight. His opponent was then to push some stones aside, announce "I resign" and then they were to shake hands. Toby accepted that this included some dramatic licence, but felt it necessary to provide some drama.

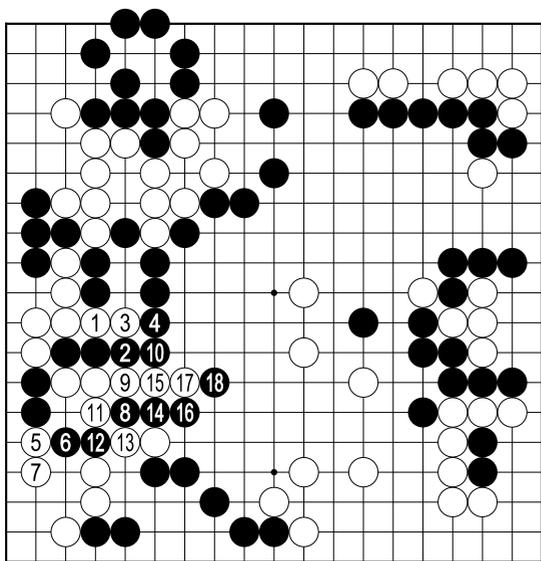


Figure 1

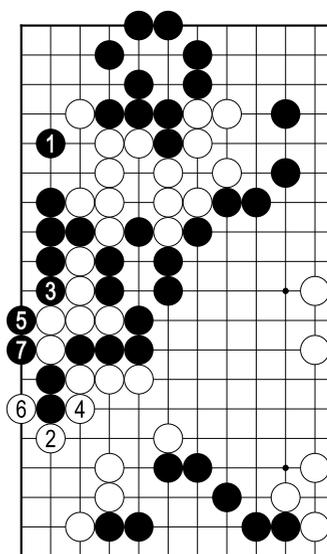


Figure 2

This shows the position in the professional game with White to play. It looks initially as if White is winning the capturing race on the left, but ⑧ is a tesuji and after ⑱ White cannot save his six stones.

This is the filmed sequence.

Having been put up there overnight, the day started at 07:00 with breakfast from a portable food wagon. Then we went over to the library for the actual filming. Toby briefed the extras who were playing Go in the background (only one of them had previously played Go) and set up the games. ▷

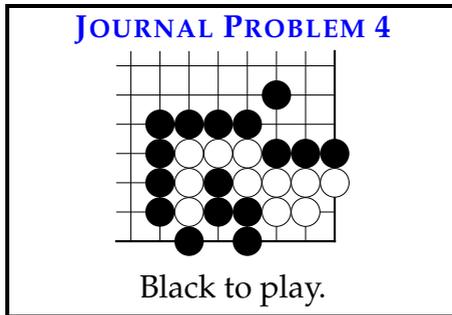
²The sgfs for games and problems in this edition are at britgo.org/bgj/issue205.

After a large number, over a dozen, takes of the main scene, background scenes were set up and filmed with fewer takes: then at about 11:00 Toby was told that filming the Go was all finished and he could depart.

We then heard nothing more until Jonah Burnstone-Cresswell (who had been one of the extras) told us that the film had been shown at the Cannes Film Festival in 2023, did not feature Go and had received a “very lukewarm” reception. The IMDB database includes a review stating “I saw this premiere in Cannes and absolutely hated this film.³ I simply didn’t get the point and understand why I was watching it. I think it was meant to be satirical, but it felt poorly executed and scripted. Nothing in this movie really shocked me and the film seemed as bland as its meticulously crafted aesthetic. The movie felt very long at times and the tone was quite sombre. At the end of the film I kept wondering ‘why did this movie get made?’, and ‘how did it get into the competition?’ ... I would not watch again.”

Credits: the image of the *Club Zero* poster above was copied from the Wikipedia article.

□



³See www.imdb.com/title/tt18235146/.

18th KPMC 2023

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The Korea Prime Minister's Cup was instituted in 2006 by the Korea Baduk Federation as a similar event to the World Amateur. Fifty-six nations took part this year, slightly less than in World Amateur events, with North Korea obviously absent but also Ireland, for example, did not have a representative.¹ Compared with my experience in the WAGC in China, I would say that the KPMC is better organised, with many helpers, so it ran smoothly, and two dedicated pros in "Blackie" (Kim Seung-jun) 9p and Diana Koszegi 1p; the latter from Hungary and whom I played in the WAGC in 2004 in Kurashiki, Japan before she turned professional.

The event was held for the second time in Gwangju, the 5th largest city in Korea, located in the southwest. You had the fairly easy task of getting to a hotel near the airport and thereafter everything was laid on for you. The roads in Korea can be quite congested but the journey was interesting, showing you the hilly nature of the country. Gwangju is far less busy than Seoul and eating out appears a bit cheaper than in the UK, with ubiquitous kimchi (spiced cabbage) but generally delicious food.

There were seven rather than six rounds this year played over three days. The playing venue was a large gymnasium. On a rest day, the competitors were organised into groups of similar strength to play against AI – our best result was a loss by two points with five stones, though one team managed a win.

Interestingly, the AI program played diagonally next to the centre handicap stone in both games as its first move to gain some influence. For fun, there was also a hybrid Go game in teams where you threw sticks to determine where you could play (the Korean yutnori game), which introduced a lot of randomness and luck and enabled us to beat a stronger team and win a prize. The organisers were keen to distribute prizes widely, mainly cheap Go sets.



Playing the Mongolian Player

I managed to win three games and come 32nd, probably par for my playing strength. The average for the UK over the years is 36th, so again much in line. I lost my first two games, the first to a Canadian 7d

¹The full results are at kpmc.kbaduk.or.kr/us/2023/result.

who came 9th and then a small loss to a Lithuanian 2d where I made a joseki mistake. I managed to bounce back on the second day with a win against a Colombian 3d and then an Argentinian 3d (rather luckily) before losing to the Israeli 5d, where I played quite well for a long while and made him sweat a bit. On the final day, I was drawn against the French 4d but did badly after an initial joseki mistake before he gifted me a small group, though he won in the end. I was then drawn down to beat the Mongolian 2d to finish. The time limits were 25 minutes plus 20 seconds of Fisher time, which I found quite short. The games are recorded automatically via imaging technology and, supposedly, game records will appear on the KPMC website soon, though I heard that last year's versions contained errors for some reason.



Playing the Pro

On the last day, there was an opportunity to play a pro. I was drawn against a previous winner of the KPMC and took four stones. I built a large moyo that looked like territory before he lived all over it! However, I managed to win by one point in the end, though the endgame was played at lightning pace as they

wanted to start the closing ceremony, so he may have let me win. One of the other pros was Yeonwoo Cho 2p, who is a YouTube star (Go Pro Yeonwoo).

In terms of competitors, it was noticeable that the Asian countries tended to send promising young players, for example, the Philippines (7d but only 12), Thailand, Malaysia and Vietnam. I was the second oldest participant after Rob van Zeijst 7d, who was attending for the second year in a row, though he came 24th this year rather than 4th. It seemed there were more older players in the WAGC events.



Brazil, China, India and Britain

The winner was Chongzhe Tang 8d, from China. He comes from Guilin, the same city that my wife, Helen, comes from and they talked excitedly in the local dialect. It seems that Tang was to have become professional having won a tournament but was persuaded to step aside so that a 9-year-old Ke Jie could take the place instead. He was very strong in any case, though I didn't manage to catch his game against Korea. The Korean was second and the player from Chinese Taipei was third. Lukas Podpera 7d from the Czech Republic took 4th place – perhaps some compensation for him having failed to become a European pro a few times now – but he was not happy

as his only loss was to the Ukrainian player Valerii Krushelnytskyi 6d who came 5th; he did not play any Asian players and was drawn down twice. The Japanese player lost his last three games to finish 14th, maybe through shell shock from his game against China where he lost a large group in an exciting fight.



Helen playing with spinning top

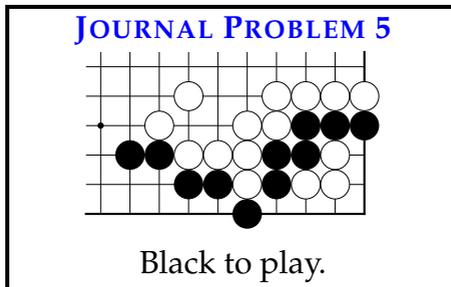
On the rest day, we had been due to go to a baseball game but unfortunately it rained. Otherwise, there was a group expedition to a local viewing platform on a hill, a wonderful group lunch and a visit to a local cultural centre, where we played various Korean games after some spectacular demonstrations. I was surprisingly good with a spinning

top which you spun up and balanced on a string before flinging it up and catching it again, but rubbish with a spinning top that you spun instead with a short stick.

After the tournament, we spent a few days in Seoul seeing various royal palaces (all reconstructed due to various invasions over the years) and the national museum. We stayed in the busy Myeong Dong tourist district. Overall, it was a wonderful break, my first since the Covid lockdowns and badly needed.

For those going to the KPMC with a partner, you have to pay for their stay. It turns out not to be possible to send a bank transfer in Korean won and a transfer I tried in US dollars bounced back. The best way to pay is to ascertain the amount needed (it's different depending if you share a room) and take the correct amount of US dollars with you, otherwise you'll copy us and have to hunt down an international ATM to get a cash advance. There are many team captains accompanying players so partners/friends will have others to spend time with during the playing days.

□



WORLD NEWS

Tony Atkins

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USA

The US Go Congress was held in Kent, near Cleveland Ohio. It had an early July date, actually at the same time as the 8th World Collegiate Championship in Hong Kong. Han Han topped this year's Master tournament, while Tony Yang won the US Open.

European Teams

As usual, the on-the-board finals of the Pandanet Go European Team Championship were held just before the start of the European Go Congress. This time, no country was unbeaten and so the last round led to an exciting finish. In the first round, reigning champions Ukraine lost to Czechia (1-3) and France drew with Israel. However, in the second round Ukraine beat Israel (4-0) and France beat Czechia (3-1). In the third round, Ukraine beat France and Czechia beat Israel (both 3-1). The number of board wins split the tie in favour of the Ukrainian team (Artem Kachanovskiy (2p), Andrii Kravets (1p), Valerii Krushelnytskyi (6d), Bohdan Zhurakovskiy (6d) and Dmytro Bogatskyi (6d)). Czechia had to settle for second, France third and Israel fourth.

European Go Congress

With the Germans stepping up to replace original hosts Ukraine, the European Go Congress was held just outside Leipzig from Saturday 22nd July to Saturday 5th August. It was well attended with 655 players in the Open, 19 of whom were from the UK. The winner was Korea's Ryu

Insu, with the top UK players being Yaoling Yang fourth and Yicheng Xiao seventh. In the 344-player Rapid, Kim Daehwi of Korea was the winner, Yicheng was second and Yaoling was sixth. In the 508-player Weekend tournament, the winner was again Korean, Park Junhung, whilst Yicheng was second and Yaoling was fifth. European Champion and winner of 4000 euro was Andrii Kravets (1p) from the Ukraine, beating Israel's Ali Jabarin (2p) in the final. Third was Ashe Vázquez (7d) from Spain who beat Sweden's Fredrik Blomback (7d) into fourth. The 32-player double-elimination championship included six pros and five 7d players.

Pair Go

The European Pair Go Championship was this year held in mid-August in Leksand, Sweden, with 14 pairs from ten countries. Winners were the German pair, Manja Marz and Johannes Obenaus. Second were Ariane Ougier and Benjamin Drean-Guenazia from France and third were Laura Avram and Denis Dobranis from Romania. Players could stay on for the Leksand Open, won by Lukas Podpera (7d).

KPMC

Alex Rix was our representative at the Korea Prime Minister Cup; see his report on page 33.

Irish

The Confucius Cup was this year in its autumn slot over the weekend of 22nd to 24th September. Thanks to the sponsor the event was held in the

Confucius Institute building on the Belfield campus of UCD Dublin.



The decisive final round: (L to R) Mateusz, Xinqun, Niall (recording), Cornel and Seong-Jin

As usual, the weekend opened with the Irish Rapid Play on the Friday evening. Local player John Courtney (1d) was the winner. Second was Przemyslaw Dyszczyk (2d Dublin) and Marc Stoehr (1d Stockholm) was third. The close group in grades of the top three must say something about the effectiveness of handicap stones.

The Confucius Cup (Irish Open) had European Grand Prix Bonus C status and its 1000 euro first prize helped attract several strong players and 50 in all (the second highest number apart from 2015).

Seong-Jin Kim from Berlin was previously winner in 2017 and his 8d grade made him the favourite to win again. However he was up against Mateusz Surma (3p) and local player Xinqun Lu. Xinqun is a strong local player who quit when a student and started playing again in retirement. In the end these three players were tied

on four wins, with Kim taking the title on tie-break, the other two settling for equal second. Cornel Burzo (6d) from Romania had to settle for fourth despite being the only player to beat Kim over the weekend. Fifth was Koichiro Habu (5d) from Poland and sixth Zihan Yan (6d) from the Netherlands. Taking the last prize money spot was a local player, namely Mengqi Wang (4d), a visiting student at TCD.



View of the main playing hall

Further down the table, Alvina Kwok (1d), Bjorn Eurenus (3k), Jos Elkinck (9k) and Vladimir Munteanu (14k) also managed four wins, with nobody achieving the elusive fifth win.

As usual there was a social aspect to the event with dinner on Saturday night in the newly-opened canteen at UCD and on Sunday night a trip to the Ramen Bar and then to Neary's for a final pint or two.

Milena Boclé's detailed report is at eurogofed.org/index.html?id=393.

Photo credits: thanks to Rory Wales for the photos from the Confucius Cup.

□

BGA SECTION

Toby Manning

president@britgo.org

This is a regular section in the BGJ looking at news from the BGA. If you want to speak to the BGA about anything below please contact any member of the Council, or use info@britgo.org.

Some of what the BGA has been doing for you in the last quarter:

- Arranged British Title matches. These took place in August, when Ho Yeung Woo defeated Bruno Poltronieri 2-1 to become British Champion (see page 17). Thanks to the London Go Centre for hosting.
- We have developed our on-line offering, with a Saturday online club meeting every fortnight.
- Initiated work with the EGF on a consultation exercise for their proposed new membership fee scheme (see separate article on page 19)
- Commenced urgent work on clarifying and possibly replacing our Public Liability Insurance (see President's Message on page 15).
- The successful online league, which started in July, will continue. The first season has finished and the second season started on 16th October. The league requires you to play an average of one game every two weeks (but games may be rearranged) with time settings of 30 mins + 10s/move. The games will be EGD-rated (class D). To enter the next season, or if you would like more information, please email your name, OGS username and approximate rank to daniel.l.milne@gmail.com.



BRITISH ASSOCIATION

What we need

The BGA always has a longer wish list of actions than we have the resources to achieve, and we would warmly welcome help from any member. We have tasks appropriate to whatever time commitment you want to offer, and whatever aspect of supporting Go you want to be involved in. We would welcome anyone who has some time to assist with any of the following:

- Identifying a location for the 2024 Candidates' Tournament (to be held over the first May Bank Holiday weekend).
- Storing and distributing promotional material. Dan Milne has taken responsibility for co-ordinating our overall stock levels.
- Storing and transporting equipment to local tournaments.
- Organising and running local tournaments (we can provide assistance for startup events).
- Technical skills suitable for supporting or enhancing our website and the various software components associated with it and the running of tournaments. (More details are available.)
- Answering, or routing and co-ordinating the answers to general queries such as those that arrive periodically through info@britgo.org. □

TOURNAMENT HISTORIES XVIII: MSO GO OPEN

Tony Atkins

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Holding a Mind Sports Olympiad (MSO) featuring many board games was first mooted at a meeting in summer 1992, but it took five years to find sponsors, a venue and organisers.

The event usually lasts for a week and two weekends, the second often the bank holiday one. The 1997 launch was a grand affair at the Royal Festival Hall. Each event ended with a fanfare and medals being awarded on a stage in the main area. The main names running the event were David Levy, Tony Buzan and Raymond Keene. The main Go Open tournament was spread over five days and had 20 players. The gold medal was won by Guo Juan, with Shutai Zhang taking silver and Tony Goddard bronze.



Shutai Zhang – medal winner, 1997

Shutai won the next two, at a hotel in Hammersmith and at Kensington Olympia, the latter played as six rounds over three days.



Adam manning the sales/teaching stand, 1998

The 2000 edition was a very grand affair at Alexandra Palace. Guo Juan won £2000 and the gold medal in a forty-player Open, ahead of Shutai Zhang and Hyuk Lee. The event also featured the British Championship match as well as the various Go side events (youth, pairs, small boards) and the BGA teaching stand was manned as usual by Adam Atkinson.

Flown in for added publicity were Chinese child Go-genius Liao Xingwen aged six (now a pro) and Europe-based Yuki Shigeno (2p).

In 2001 the MSO was held at the South Bank University in South London, but in 2002 it moved out to Loughborough University. Both these were smaller events, the Open won by Matthew Macfadyen. Next, a deal was done for MSO to be held for some years in Manchester (at UMIST), so the Go Open doubled as the Northern from 2003 to 2005.



Reiko Monna vs Francis Roads, 1998



Guo Juan vs Sa Ryun Yoon, 1999

However, in 2006 the event moved back to London, with a one-day Go Open, at the University of Westminster building on Euston Road. With no central venue available in 2007, organiser Tony Corfe held the event at his local church in Potters Bar, the Open also being the Korean Ambassador's Cup. In 2008 and 2009 it was held at the Royal Horticultural Halls and 2010 at the Soho Theatre. The 2011 to 2013 events were based at the University of London Union.



Liao gets medal from Tony Corfe, 2000

From 2014 the event moved to its current venue, thanks to new organiser Etan Ilfeld. This is the JW3, a modern Jewish community centre on Finchley Road in the NW3 district. This has the advantage of its own café, but of course it is not available on Saturdays and security guards stop you bringing in food and cutlery in case they are not kosher. Aja Huang won the first two at this location.

Of course there was no physical MSO in 2020 or 2021, but an online version was run with the Go played on OGS. These were both won by Hiroki Kanno from Hong Kong. However, this gave rise to an online spin-off event in each spring called the MSO GP. The format for the Open has settled on four rounds McMahon on the Bank Holiday Monday, with only a 13x13 as an extra Go event. These were won in 2023 by Chung Fang and Tik Wai Cheung respectively.

Photo credits: Yvonne Margetts for the photo of Shutai Zhang.

□

EUROPEAN GO CONGRESS AT MARKKLEEBERG: A PERSONAL VIEW

Francis Roads

francis.roads@gmail.com

The congress was supposed to have been in Ukraine this year, but Putin's war put a stop to that idea. As on a previous occasion when a congress was about to be cancelled, the Deutscher Go Bund picked up the pieces and organised an event at rather short notice.

The venue was a high school in Markkleeberg, a suburb south of Leipzig. There wasn't much accommodation in this area. There was a small hotel, and some people found Airbnb, but many of us stayed at hotels in Leipzig itself. It could then be a 40-minute journey, by train and bus, to the school.



The school forbade smoking (good) and alcohol (not so good). So not an ideal location, but the DGB had done well to find anywhere at such notice.

Leipzig has plenty to welcome visitors. There's nothing like a Rathaus to make you feel that you are really in Germany.

It stood in the pedestrianised market square, where many fine restaurants were to be found. Round the corner was St. Thomas's Church, where Bach was cantor from 1723 until his death in 1750. Many fine concerts took place to celebrate this tercentenary. I attended two. Other musical visits were to the Bach Museum and to Mendelssohn's house. Trips included a boat tour of the local canal, and rides with some German friends to Jena and to Weimar, a charming small city where the famous republic was declared after WW1. So, Leipzig had plenty to offer the visitor.

The availability of so much to see and do in the area caused me to play rather less Go than at previous Europeans. But I did get some games with pros. One very courteous Korean pro decided that I needed only a three-stone handicap. So I expected to lose quite quickly, and when I thought that she had killed a large group, I resigned... only to be told that the group was alive and that I had in fact been well ahead. Resigning a won game! Bonkers! Results of all games, including those of the 19 Brits who attended, are available on the web.¹

One advantage of the location was a nearby large area of open parkland, with a lake. The song night on the last Friday evening had been scheduled to take place in a lakeside café, but it unfortunately turned out to be closed. I had received emails from an organiser before the congress asking me to lead the

¹www.egc2023.de/en/home-en/.

event, which of course I was pleased to do. I was delighted to find that the tradition of singing of Go songs, now more or less moribund in Britain, is still strong in Germany. But in view of the closure of the café, we had to have it in a classroom. And because of the alcohol ban, this was the first ever EGC song night with no beer.



Thanks to the marvels of modern technology, it was possible to project words and music of many Go songs from my website² onto a classroom screen for all to follow. What were not yet available there were the latest verses of Jan Rüten-Budde's congress song, now 44 verses long (he omitted some in performance.) My own Leipzig Congress Song appears elsewhere (page 4).

The general organisation was pretty good, and I hesitate to criticise a congress which we were lucky to have had at all. However the marvels of modern technology were unequal to the task of printing out the draw sheet in a legible typeface. The minute font chosen resulted in an uncivilised bees-round-a-honeypot situation, with players crowded around the sheet, waiting to get near enough to read the small type. Some managed to take photos of it, and in theory you could find the draw online, though lack of bandwidth could make even this difficult.

I asked for a larger typeface but was told that it was impossible. Sorry folks, I don't believe it. The technology that produced AlphaGo can't print a McMahon draw in large type? Pull the other one! I have a personal interest in this matter, in that my eyesight is deteriorating. I was often 15 minutes late for my matches, through having to wait until the bees dispersed.

But that's just a niggle. I greatly enjoyed my visit to Leipzig, and I heartily thank the DGB for stepping in and rescuing this congress with such competence and German efficiency. The French have it next year, in Toulouse, in the south of the country. In view of recent weather reports from that part of the world, I hope it doesn't keep fine for them.

Credits: The group photograph above was kindly provided by Harry van der Krogt and copied from the [EGC 2023 website](http://www.francisroads.co.uk/gosongs/gosongs.htm).

□

²www.francisroads.co.uk/gosongs/gosongs.htm.

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at www.britgo.org/bgj/issue205.

Solution to Problem 1

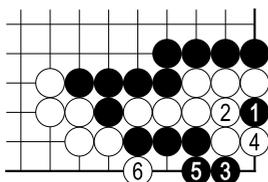


Diagram 1a (failure)

- ❶ Playing this atari fails.

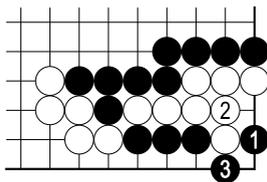


Diagram 1b (correct)

- ❶ This is the correct play.
- ❸ White runs out of liberties.

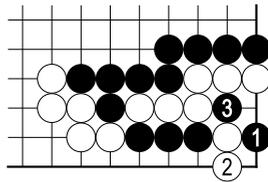


Diagram 1c (correct - variation)

- ❸ Snap-back shape.

Solution to Problem 2

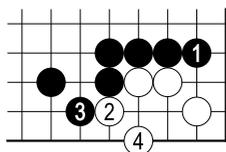


Diagram 2a (correct)

- ❶ This is the correct first play.

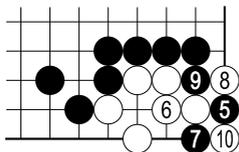


Diagram 2b (failure)

- ❺ However this is incorrect.
- ❿ White gets a ko.

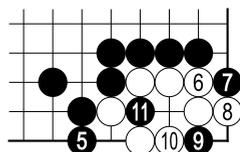


Diagram 2c (correct - continuation)

- ❺ This is the correct play.
- ⓫ White is dead.

Solution to Problem 3

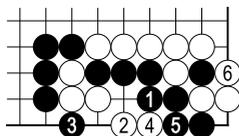


Diagram 3a (failure)

- ❶ This fails.
- ❹ Black runs short of liberties.
- ❺ Connecting here does not help.

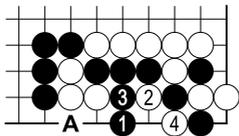


Diagram 3b (correct)

- ❶ This is the correct play.
- ❹ The best White can do is save the corner. Black doesn't yet need to play at A.

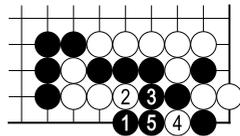


Diagram 3c (correct - variation)

- ❷ This way White runs out of liberties.

Solution to Problem 4

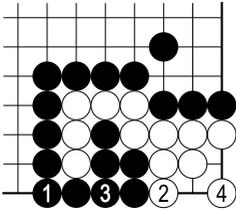


Diagram 4a (failure)

- ❶ Connecting here (or to the right) allows White to live.

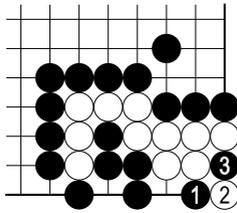


Diagram 4b (failure)

- ❶ This is also wrong as it gives White a ko to live.

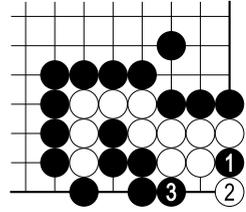


Diagram 4c (correct)

- ❶ This is the correct play. White runs out of liberties.
- ❸ White is dead.

Solution to Problem 5

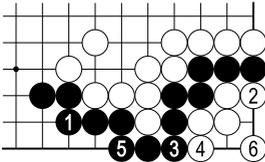


Diagram 5a (failure)

- ❶ If Black defends this weakness White lives.

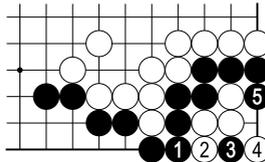


Diagram 5b (correct)

- ❶ Black should defend here instead.
- ❸ Black has to play here to stop the forcing plays that let White live.
- ❺ Now White is short of liberties and dead in the corner.

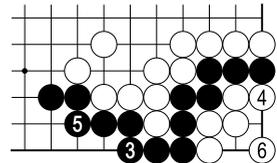


Diagram 5c (failure)

- ❸ If Black plays here or at 5 White can live.

□

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Use the links on the Help page of our website to join these lists.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **1st January**.

Contributions are welcome at any time and the earlier the better, please. Those received after the copy date are likely to be too late for inclusion in the next issue. Please send them to journal@britgo.org. The Editor will be glad to discuss the suitability of any material you may have in mind.



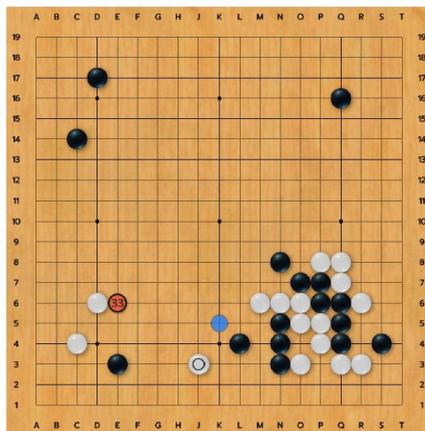
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